Abstract

A process for displaying a composite object in a markup language page,

5   which comprises at least two cells with a first cell containing an image and a second cell containing a textual information. The at least two cells are arranged in a table for the purpose of building a composite image wherein said textual information can be separately modified. Each cell is associated with different files in order to produce a composite image having different states in accordance with the position of the

10   cursor relative to said object. A first state – the normal state - corresponds to a first file. A second state corresponds to a second file for a state where the cursor is moving over the object. At last a third file is used for a third state which corresponds to the selection of the object by the cursor.

15

Figure 5B